

REMARKS

Claims 30-59 are pending. By this Amendment, new claims 30-59 are added, and claims 1-29 are canceled without prejudice or disclaimer of the subject matter contained therein. No new matter has been added. Reconsideration is respectfully requested in view of the following remarks.

I. The Claims Define Patentable Subject Matter

The Office Action rejects claims 5, 15, 21 and 26 under 35 U.S.C. §102(a) over Cookson (U.S. Patent No. 5,400,077); rejects claims 1-4, 11-14, 19-20 and 22-25 under 35 U.S.C. §103(a) over Toyoshima (U.S. Patent No. 6,011,526) in view of Okayama (U.S. Patent No. 5,045,939); and rejects claims 6-10, 16-18 and 27-29 under 35 U.S.C. §103(a) over Cookson in view of Toyoshima. The rejections are respectfully traversed.

Claims 1-29 are canceled, and thus the rejections with respect to these claims are now moot. However, the rejections may be applicable to claims 30-59. Accordingly, the following remarks are made.

Regarding independent claim 30, neither Toyoshima, Okayama nor Cookson, individually or in combination, discloses or suggests a character control section for controlling a character according to operation input to the operation input section by a player... a second generating section generates the game image data corresponding to a normal screen, from the game image data generated by a first generating section, according to the character in the game space, the character being controlled by the character control section.

Instead, as shown in Figs. 6A-6C and at col. 6, lines 24-45, Toyoshima discloses that in response to an amount of turning movement of the viewer's head, the view on the screen display moves in the leftward or rightward direction. Consequently, an image being displayed looks as if it were moving.

Specifically, absent in Toyoshima's disclosure is the second generating section generates the game image data corresponding to a normal screen, from the game image data generated by a first generating section, according to the character in the game space, the character being controlled by the character control section (according to the operation input to the operation input section by a player). Toyoshima discloses that the view of the screen is controlled by a movement of the viewer's head. However, Toyoshima's "viewer" is not the claimed "character", but rather corresponds to the "player" in the claimed invention. Therefore, there is no character that is controlled by the viewer in Toyoshima's disclosure, and thus Toyoshima does not disclose or suggest the features of claim 30.

Okayama fails to compensate for the above-noted deficiencies of Toyoshima. Specifically, Okayama discloses an extracting unit for selectively extracting a part of a wide screen television signal corresponding to a normal screen television picture to obtain the normal television signal, a motion detecting means for detecting a motion of the picture produced by the wide television signal, and a control means for controlling the extracting means so as to extract the part of the wide television signal according to the detection result by the motion detecting means (see col. 2, lines 18-29). However, Okayama does not disclose or suggest that the above-noted features of claim 30.

Cookson also fails to compensate for the above-noted deficiencies of Toyoshima and Okayama.

Cookson discloses in Fig. 9 and in col. 10, line 44 to col. 11, line 16 that when a wide screen image needs to be formatted for a television receiver, various choices are available. However, Cookson does not disclose or suggest that the above-noted features of claim 30.

Regarding independent claim 31, for similar reasons as discussed with respect to independent claim 30, neither Toyoshima, Okayama nor Cookson, individually or in combination, discloses or suggests a character control section for controlling a character

according to operation input to the operation input section by a player... a second generating section extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by a first generating section.

Regarding independent claims 45, 50 and 55, for similar reasons as discussed with respect to independent claim 30, neither Toyoshima, Okayama nor Cookson, individually or in combination, discloses or suggests a character control code for controlling a character according to operation input to the operation input code by a player... a second generating code generates the game image data corresponding to a normal screen, from the game image data generated by a first generating code, according to the character in the game space, the character being controlled by the character control code.

Regarding independent claims 46, 51 and 56, for similar reasons as discussed with respect to independent claim 30, neither Toyoshima, Okayama nor Cookson, individually or in combination, discloses or suggests a character control code for controlling a character according to operation input to the operation input section by a player... a second generating code extracts an area corresponding to the character in the game image data, as the game image data corresponding to the normal screen, from the game image data generated by a first generating code.

Furthermore, none of the above applied references disclose or suggest a second generating section for generating game image data with no distortion corresponding to a normal screen, by superposing the game data on the game image data corresponding to the normal screen of the game image data generated by a first generating section, as recited in independent claim 34.

None of the above applied references disclose or suggest a second generating code for generating game image data with no distortion corresponding to a normal screen, by

superposing the game data on the game image data corresponding to the normal screen of the game image data generated by a first generating code, as recited in independent claims 49, 54 and 59.

Additionally, none of the above applied references disclose or suggest a second generating section extracts a game image data corresponding to a normal screen, as an area corresponding to the moving direction of the character, from the game image data generated by a first generating section, so that one range of the area on a side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction, as recited in claim 33.

None of the above applied references disclose or suggest a second generating code extracts a game image data corresponding to a normal screen, as an area corresponding to the moving direction of the character, from the game image data generated by a first generating code, so that one range of the area on a side of the moving direction of the character is made to be larger than the other range of the area on a side opposite to the moving direction, as recited in claims 48, 53 and 58.

Accordingly, independent claims 30, 31, 34, 45, 46, 49, 50, 51, 54, 55, 56 and 59 define patentable subject matter. Claims 32-33, 35-44, 47-48, 52-53 and 57-58 depend from the respective independent claims, and therefore also define patentable subject matter as well as for the other features they recite. Accordingly, withdrawal of the rejections under 35 U.S.C. §102(a) and 35 U.S.C. §103(a) are respectfully requested.

I. Conclusion

In view of the foregoing amendments and remarks, this application is in condition for allowance. Favorable reconsideration and prompt allowance of claims 30-59 are earnestly solicited.

Should the Examiner believe that anything further would be desirable in order to place this application in better condition for allowance, the Examiner is invited to contact Applicant's undersigned representative at the telephone number listed below.

Respectfully submitted,



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Attachments:

Request for Continued Examination
Petition for Extension of Time

Date: August 19, 2004

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